FIG. 1A

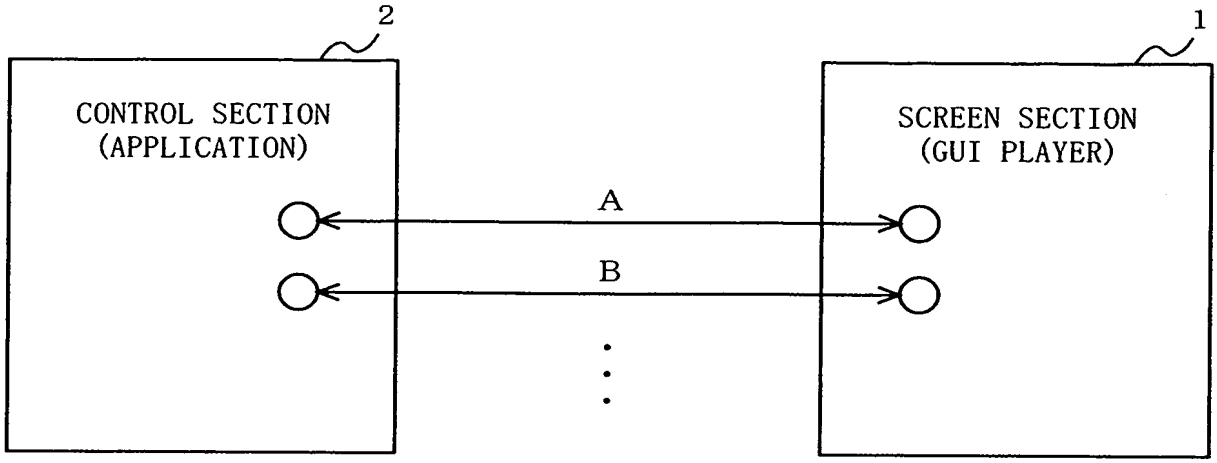

FIG. 1B

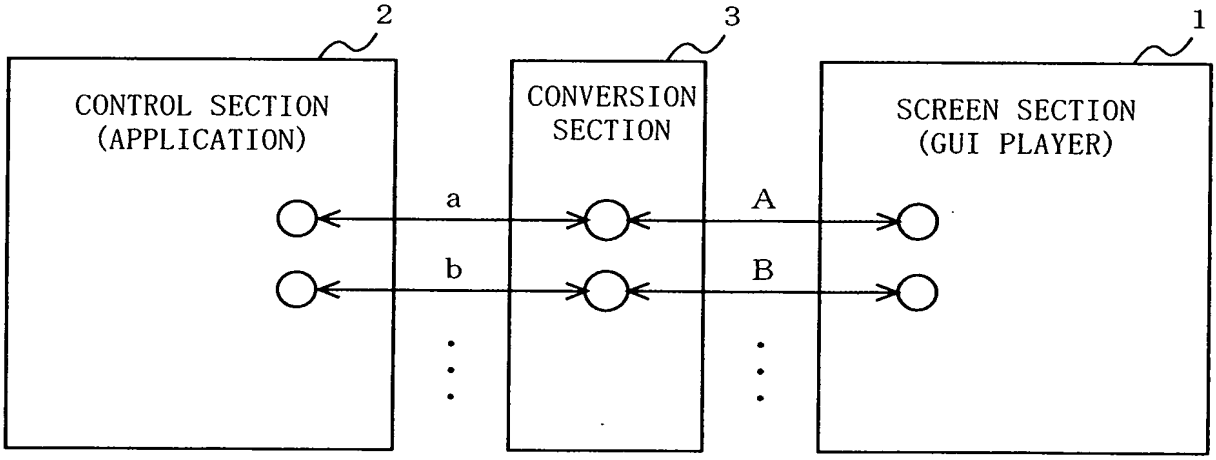

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FIG. 2

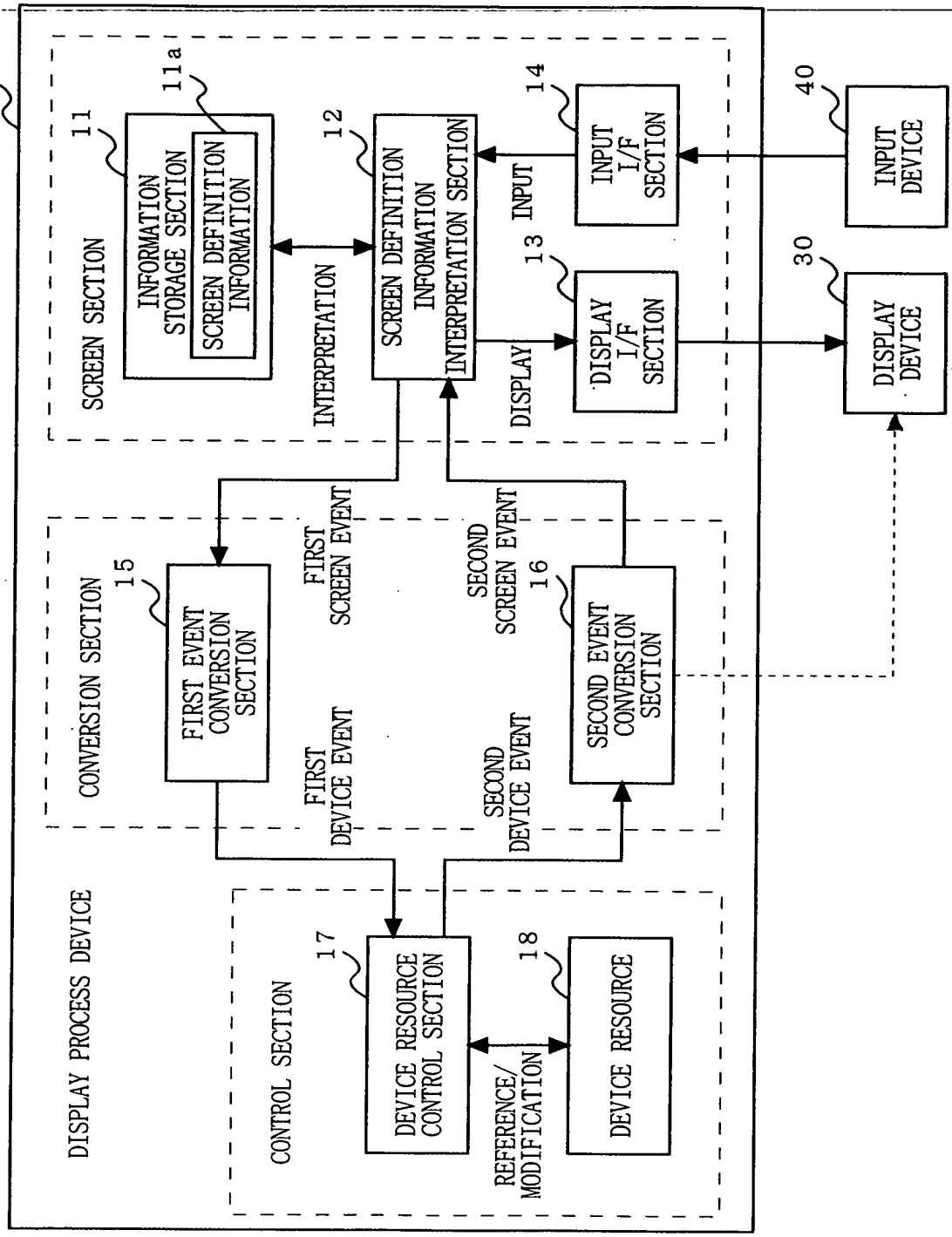

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FIG. 3

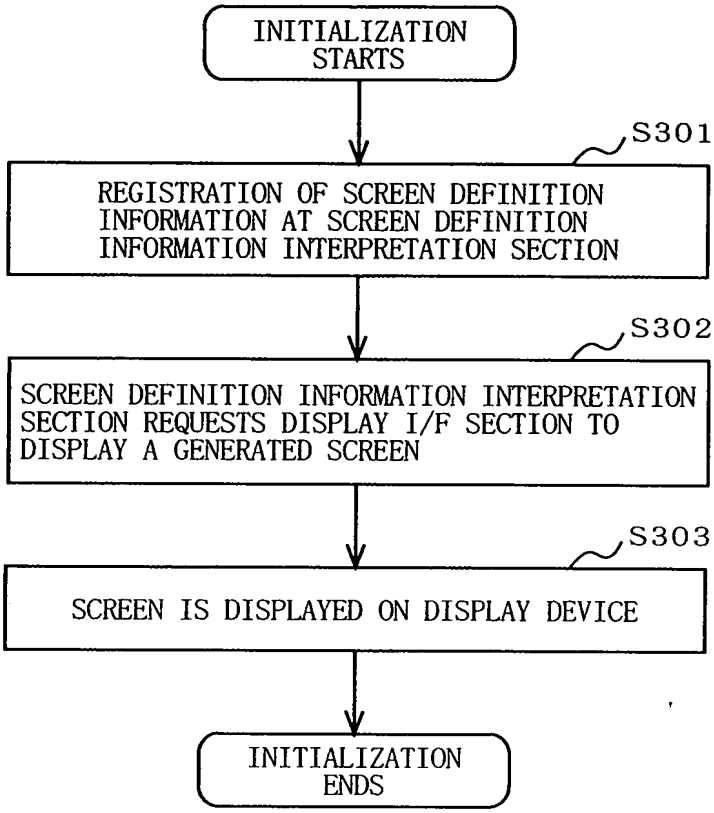

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FIG. 4

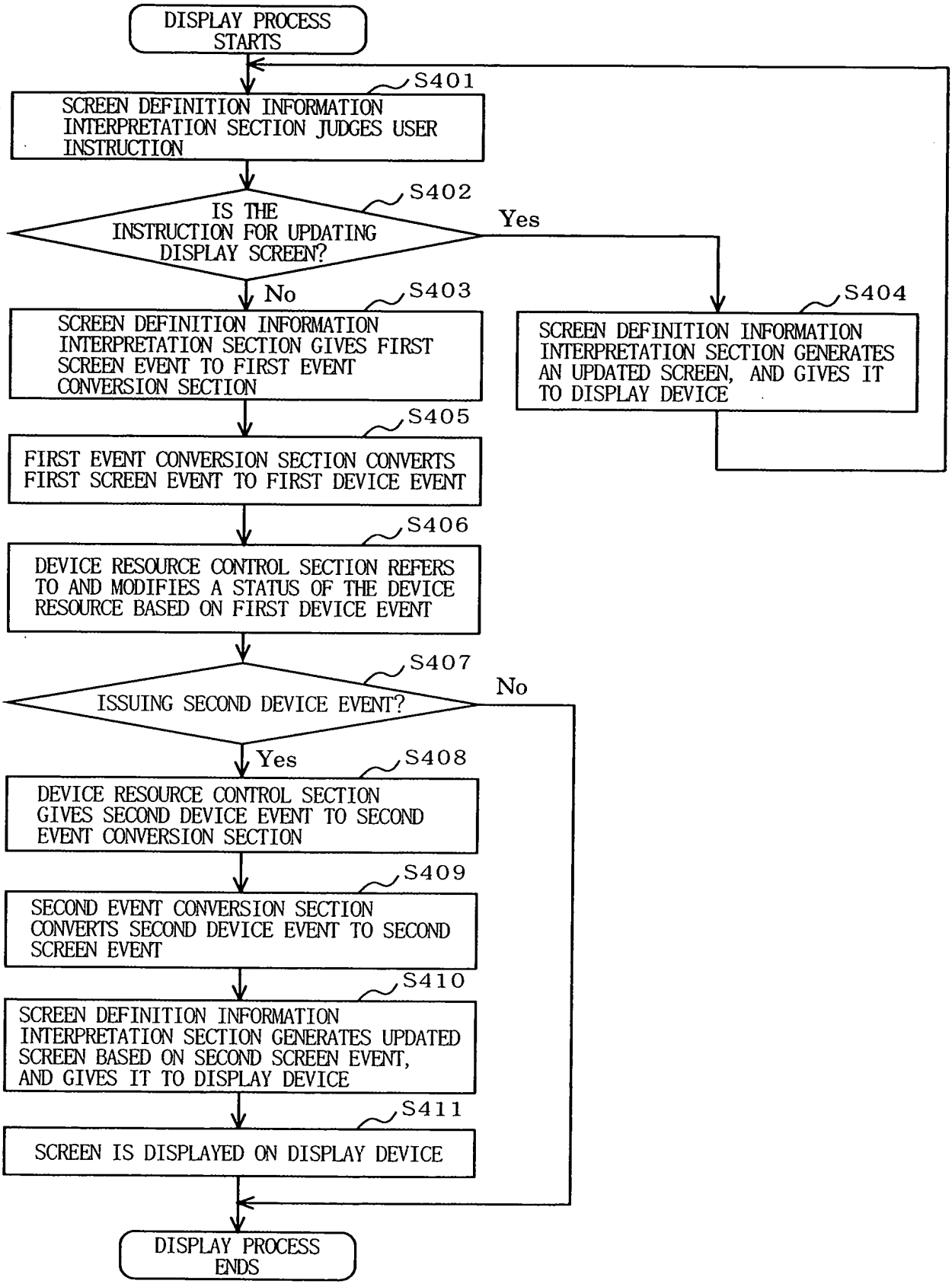

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FIG. 5A

501

action://dispGuide?arrow=right+left&function=subMenu

SCHEMA | INSTRUCTION NAME | ATTRIBUTE | VALUE | ATTRIBUTE | VALUE

502

URL ISSUED BY FLASH PLAYER (AN EXAMPLE OF FIRST SCREEN EVENT ISSUED FROM SCREEN DEFINITION INFORMATION INTERPRETATION SECTION)	AN EXAMPLE OF ACTION TAKEN BY DEVICE RESOURCE CONTROL SECTION
action://dispGuide?arrow= (right | left | up | down)	- A RIGHT ARROW IS DISPLAYED WHEN 'right' IS SELECTED - A LEFT ARROW IS DISPLAYED WHEN 'left' IS SELECTED - AN UP ARROW IS DISPLAYED WHEN 'up' IS SELECTED - A DOWN ARROW IS DISPLAYED WHEN 'down' IS SELECTED
action://dispGuide?function= (subMenu | back)	- A CHARACTER STRING "SUB MENU" IS DISPLAYED WHEN 'subMenu' IS SELECTED - A CHARACTER STRING "RETURN" IS DISPLAYED WHEN 'return' IS SELECTED

FIG. 5B

503

```
Anchor{
        url"http://www.school.edu/vrml/someScene.wrl#OverView"
        children Shape{geometry Box{}}
        }
```


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FIG. 6A

```
#  CHARACTER STRING/NUMERICAL VALUE CONVERSION
                        ID                    ID
#CLASSIFICATION (NUMERICAL VALUE) (CHARACTER STRING) i d
    id,          105,             logicFirst
    id,          1000,            logicShowScreen
    id,          0,               BrowseParam


#  EVENT CONVERSION
                        ID
#CLASSIFICATION (NUMERICAL VALUE)  PSEUDO EVENT CLASSIFICATION  ISSUANCE POINT
   ievent,      1000,              KeyPress                    1
   ievent,      1006,              KeyPress                    0
   ievent,      1008,              mouseDown                   -10, -15
```

FIG. 6B

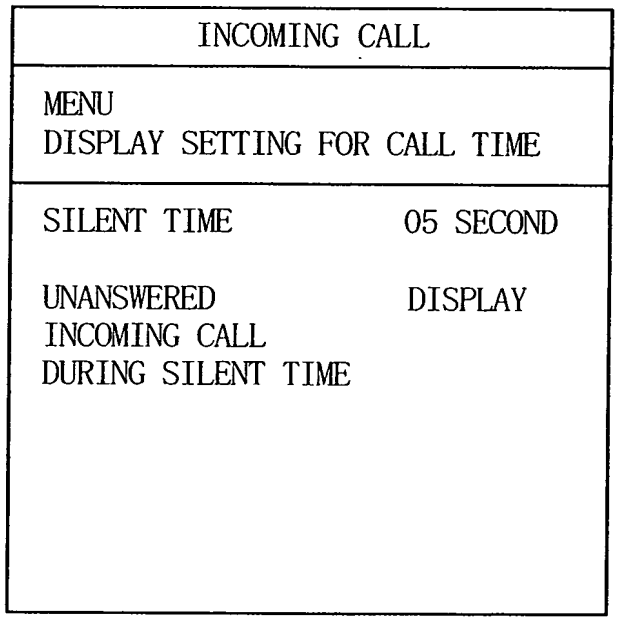

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FIG. 7

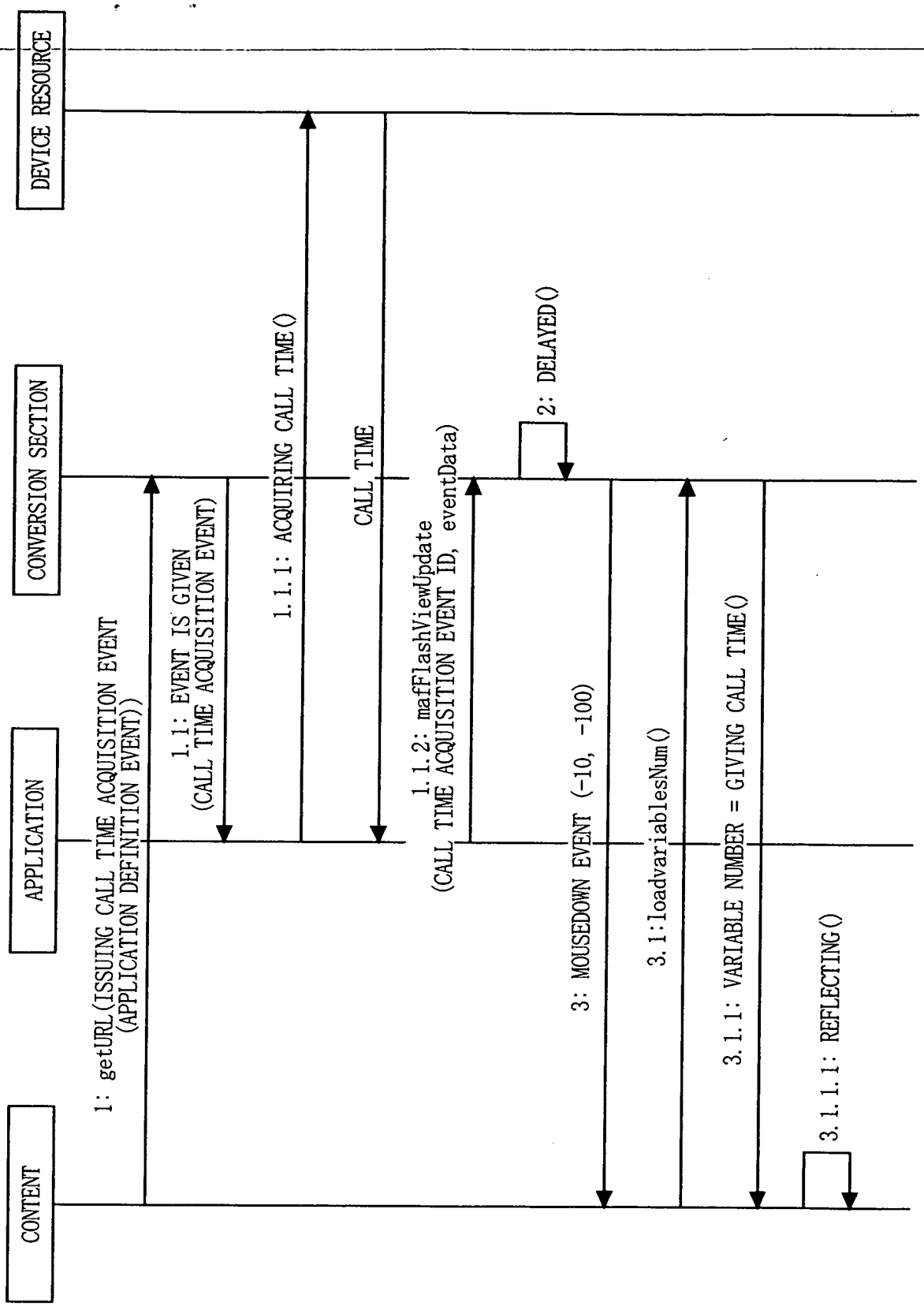

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FIG. 8

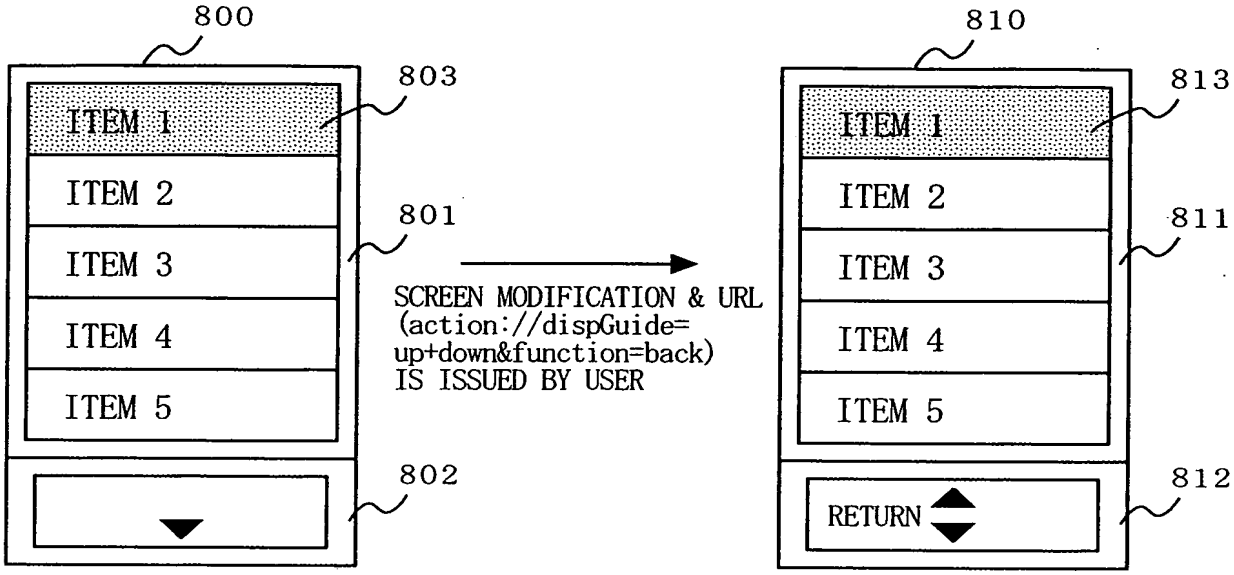

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FIG. 9

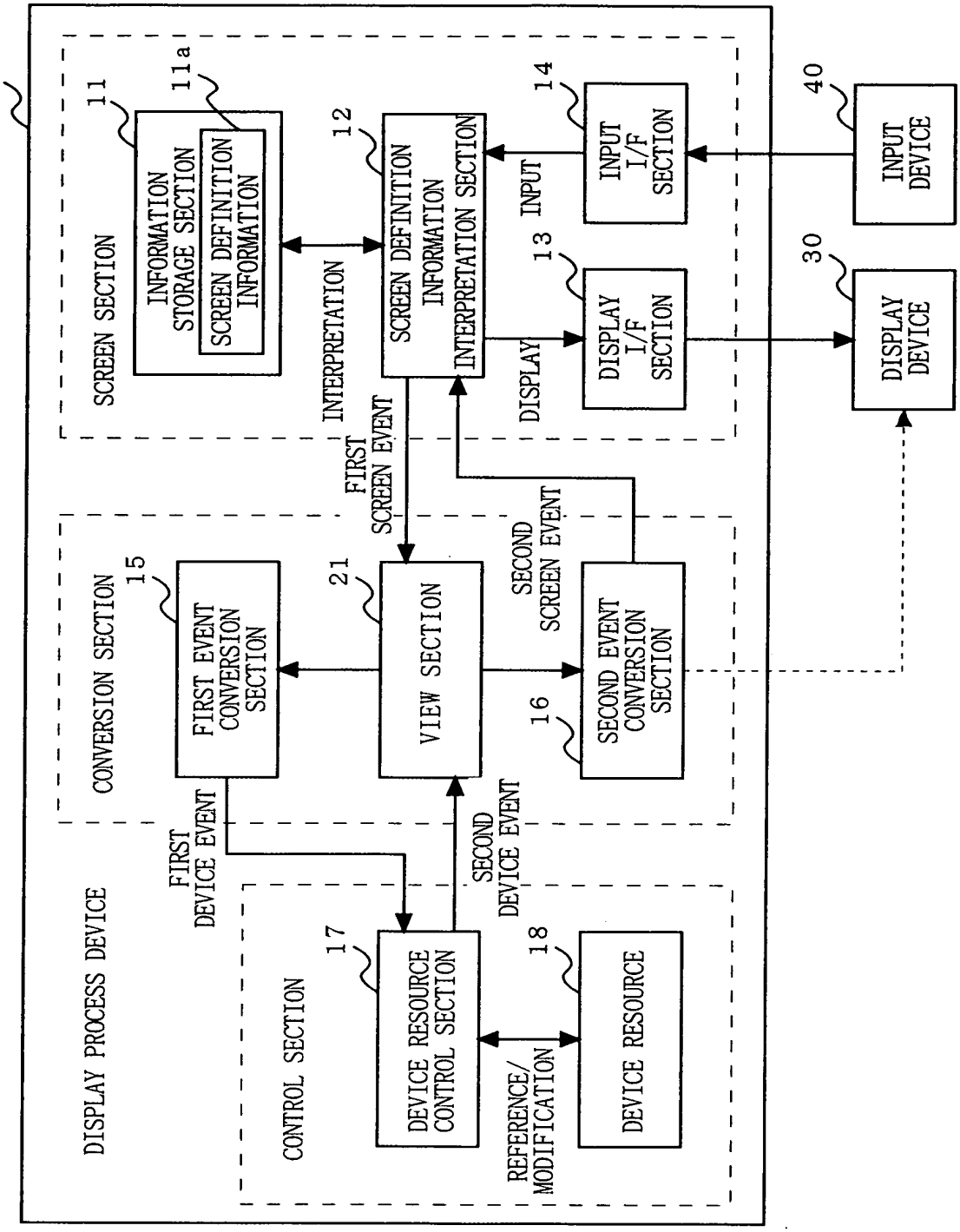

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FIG. 10

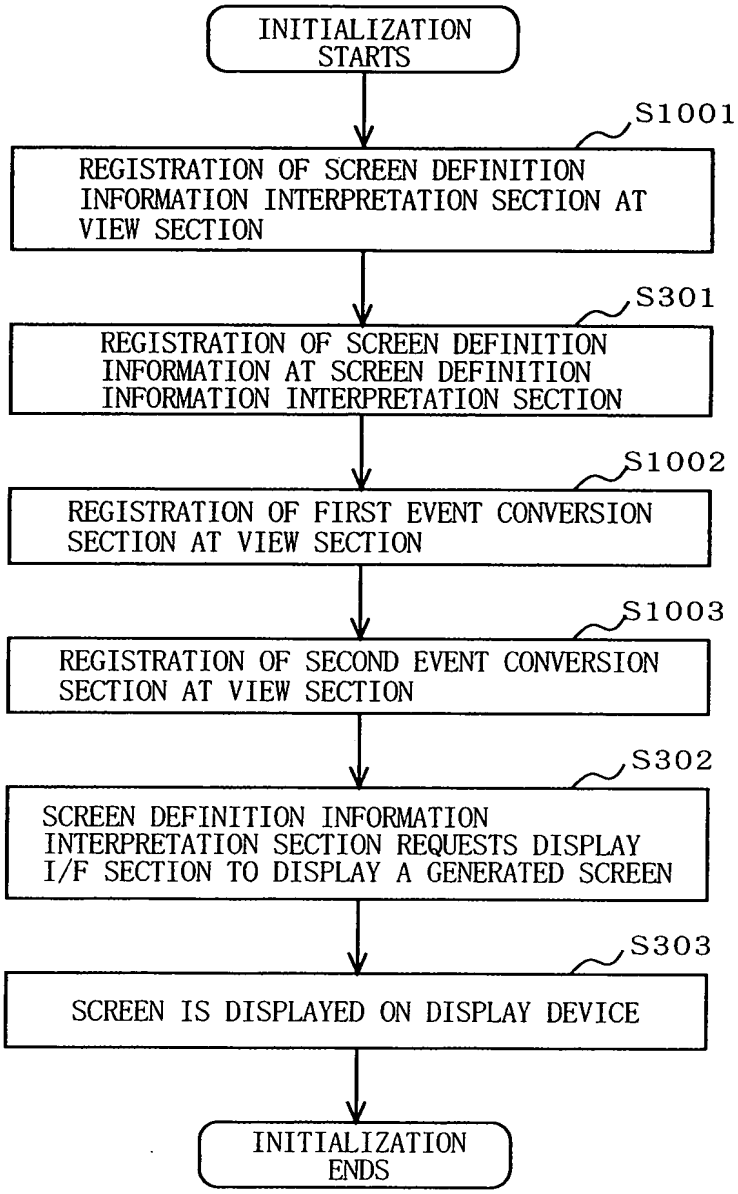

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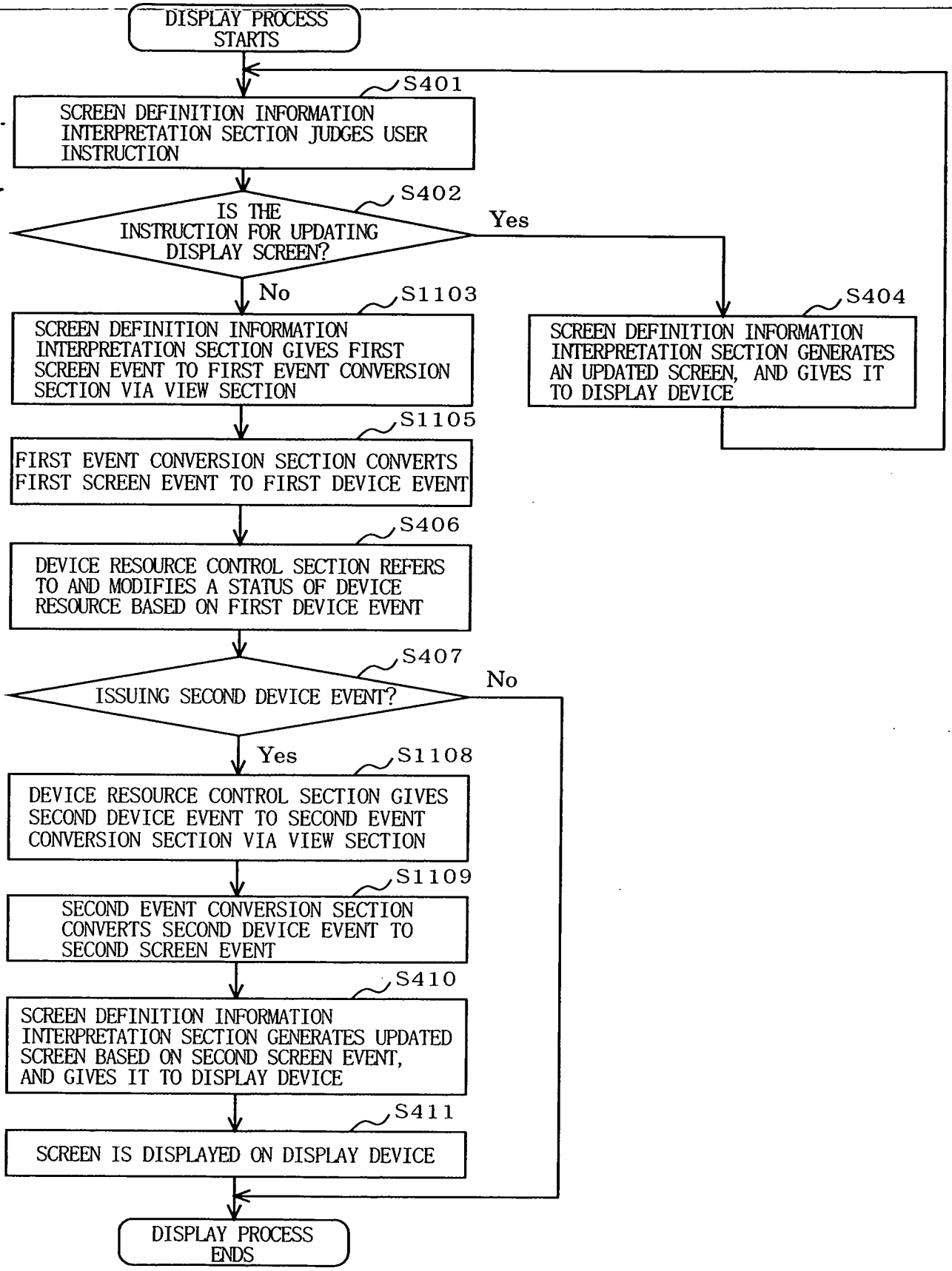
FIG. 11



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